Minwong “JD” Ji, Gameplay Programmer/Designer

See portfolio at **minoong.com** | (415) 384-1450| jd.min@outlook.com | Irvine, CA

Work History

VC Irvine (2K Games) / Software Engineer
09. 2024 - Present, Irvine, CA

- ❏ Working on live events of NBA2K

VC South (2K Games) / Gameplay Programmer
09. 2023 - 09.2024, Irvine, CA

- ❏ Shipped NBA2K25: Gravity Ball as a small team of 5 engineers using Unreal Engine 5 and Gameplay Ability System in C++ and Blueprint.
  - ❏ Worked on the targeting system and aim assist
  - ❏ Rapid prototyping, playtests, and iteration
  - ❏ Contributed to various aspects of game design and implementation

10. 2019 - 08.2023, Irvine, CA

- ❏ Shipped LEGO 2K Drive as a Gameplay Programmer using Unreal Engine 4
  - ❏ Worked on “Runs” multiplayer gameplay system
  - ❏ Designed and implemented the collectibles system
  - ❏ Worked on player progression & stat system

Visual Concepts Entertainment (2K Games) / Software Engineer
06. 2016 - 09.2019, Novato, CA

- ❏ Implemented pachinko-like minigame for NBA2K20 and NBA2K19 including 2D physics simulation written from scratch
- ❏ Worked on the online character tattoo store frontend for NBA2K19

Loaded Cow / Creative Director, Designer, Programmer
03. 2016 - 09.2018, Novato, CA

- ❏ Creative Director, Designer, and Programmer of Beatstep Cowboys
- ❏ Designed gameplay and prototyped different classes

Harmonix Music Systems / Associate Software Engineer
05. 2015 - 12, 2015, Boston, MA

- ❏ Researched audio/video calibration between the game and TV
- ❏ Supported shipping of Beat Sports and Rock Band 4

Archetype Instruments / Software Engineer
10. 2013 - 08. 2014, Seoul, South Korea

- ❏ Shipped Lokomotiv, a free software synthesizer built with WDL-OL library

Education

Carnegie Mellon University / Master of Entertainment Technology
08. 2014 - 05. 2016, Pittsburgh, PA

- ❏ Pitched and worked on Beatstep Cowboys as a creative director/programmer, a music infused step-sequence action game greenlit on Steam
- ❏ Pitched and shipped a free music FPS The Drop as a creative director/programmer

Sogang University / Bachelor in Computer Science, Bachelor in Communication
03. 2006 - 02. 2013, Seoul, South Korea (includes 2 years of leave of absence for military service)

- ❏ Implemented a GPU accelerated ray-marching rainbow renderer in GLSL that reads an adaptively sampled distance field stored in an octree structure to render a physically based rainbow simulation

Activities

Intel University Games Showcase 2017 / 1st in Best Gameplay, 2nd in Best Visual Quality (Beatstep Cowboys) 03.2017